Junior Journey Overview			
Title	Badges	Description *All Journeys require a Take Action Project related to the Topic*	Community Resources
It's Your Story—Tell It: aMUSE	Prout.	Explore roles you play in your life and try on new ones- play a role-playing game, invite actors to talk about the characters they've played, or learn to spot stereotypes. Put on a performance that creatively urges an end to stereotyping, draw a graphic novel for younger girls or start a "mix it up" day in the school cafeteria and have girls sit with new people.	 Photography Studio/Photographer Community Theater/Playhouse Woman-Owned Business Television/Radio Studio Dance Studio Art Museum Storyteller
It's Your Planet— Love It: GET MOVING!	OF Ze TUVE AND THE STATE OF THE	Explore energy and how to use it wisely by interviewing power-use experts and conducting energy audit of a building in your community. Fix an energy problem in your community, launch carpools, work to dim the lights on city buildings, or promote energy saving at your school.	 Recycling and Solid Waste District Green Energy Building/Company City/Town Council Meeting Newspaper/News Studio Science/Tech Museum Park/Cornfield Maze Utility Department Grocery Store
It's Your World— Change It: Agent of Change	COM MONTH	Explore how powerful individual women have been throughout history, how your own individual powers can be linked together to create a powerful team, and how your team power can become community power.	 Courthouse/Government Office Obstacle Course/Low Ropes Yoga/Retreat Center Comic Book Store
Outdoor	TAKE	Deepen your outdoor skills when you earn your Animal Habitat, Camper, and Eco Camper badges. Help make your favorite park, beach, or forest a better place for everyone.	 Campground/Girl Scout Camp Wildlife Sanctuary/Zoo Greenhouse/Nursery Park
Think Like a Citizen Scientist	TAKE	Find out how citizen scientists make observations, collect data, and work with scientists to receive feedback on research. Do three citizen science activities: sharpen your observation skills through two observation games and a SciStarter Project.	 Wildlife Sanctuary Science Teacher Science Center Scientist Park
Think Like a Programmer	TAKE	Find out how programmers use computational thinking to solve problems. Do three computational thinking activities create algorithms to make images with tangrams; create mad libs and craft suncatchers to learn more about algorithms, abstraction, functions, and variables; and create a personal innovation to discover rapid prototyping.	 College Computer Science Department Software Application Developer Programming Website for Kids IT Specialist/Web Developer Computer Programmer Tech Museum
Think Like an Engineer	TAKE	Find out how engineers use design thinking to solve problems. Do three design thinking activities; design and build a paper structure that can support the weight of heavy books, an emergency shelter, and a prototype of a structure that can withstand an earthquake's shaking.	 Engineering Website for Kids First Lego League Science Center Engineer



